

Amendments to the Claims:

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-63. (cancelled)

64. (new) A gaming device in a casino gaming network, comprising:
a controller including at least one processor;
memory;
a first display;
at least one interface for communicating with at least one other device in the gaming network;
the gaming device being operable to:
control a wager-based game played on the gaming device;
display a first game selection menu including a first portion of content representing at least one first game play opportunity for selectively playing a first wager-based game at the gaming device;
receive first input from a first player relating to selection of a first game to be played at the gaming device;
accept, at the gaming device, a first wager by the first player, said first wager being associated with play of the first game at the gaming device;
initiate a start of a first active gaming session associated with the first game to thereby enable the first player to engage in game play of the first game at the gaming device;
detect an occurrence of a first game lockup event relating to the first active gaming session;
enable, in response to detecting the first game lockup event, a first lockup mode at the gaming device, wherein the first lockup mode is associated with the first active gaming session;
disable, while the first lockup mode is enabled, player wagering capability at the gaming device for receiving wagers relating to the first active gaming session;

provide, during at least a portion of time while the first lockup mode is enabled, at least one second game play opportunity for allowing the first player to selectively play a second wager-based game at the gaming device concurrently while the first lockup mode is enabled;

receive, while the first lockup mode is enabled, second input from a first player relating to selection of a second game to be played at the gaming device;

determine an identity of the second game using the second input from the first player;

accept, at the gaming device and while the first lockup mode is enabled, a second wager by the first player, said second wager being associated with play of the second game at the gaming device;

initiate, while the first lockup mode is enabled, a start of a second active gaming session associated with the identified second game to thereby enable the first player to engage in game play of the second game at the gaming device; and

enable player wagers relating to the second active gaming session to be accepted at the gaming device during at least a portion of time while the first lockup mode is enabled.

65. (new) The gaming device of claim 64 being further operable to:

display, during at least a portion of time while the first lockup mode is enabled, a second game selection menu including a second portion of content relating to the at least one second game play opportunity for allowing the first player to selectively play the second wager-based game at the gaming device concurrently while the first lockup mode is enabled.

66. (new) The gaming device of claim 64 wherein the second portion of content does not include a game play opportunity for allowing the first player to selectively play the first game at the gaming device.

67. (new) The gaming device of claim 64 being further operable to:

prevent an identity of the second game from being determined until after the second input has been received.

68. (new) The gaming device of claim 64 being further operable to:

determine the identity of the second game after initiation of the first active gaming session and in response to receiving the second input from the first player.

69. (new) The gaming device of claim 64 being further operable to:

determine the identity of the second game after initiation of the first active gaming session and in response to receiving the second input from the first player; and

prevent acceptance of wagers on the second game before the identity of the second game has been determined.

70. (new) The gaming device of claim 64 further comprising:
an input mechanism for receiving cash or an indicia of credit.

71. (new) The gaming device of claim 64 being further operable to:
disable game play capability relating to the first active gaming session while the first lockup mode is enabled.

72. (new) The gaming device of claim 64 being further operable to:
enable game play activity relating to the second active gaming session to be conducted at the gaming device before the first active gaming session has been closed, ended or terminated.

73. (new) The gaming device of claim 64 wherein the gaming device is further operable to:
enable game play activity relating to the second active gaming session to be conducted at the gaming device during at least a portion of time while the first lockup mode is enabled.

74. (new) The gaming device of claim 64 wherein the first game is associated with a first game type, and wherein the second game is associated with a second game type which is different than the first game type.

75. (new) The gaming device of claim 64 wherein the gaming device is further operable to:
detect an occurrence of a first game reset event relating to the first active gaming session;
disable, in response to detecting the first game reset event, the first lockup mode at the gaming device; and
enable, in response to the first lockup mode being disabled at the gaming device, wagers relating to the first active gaming session to be accepted at the gaming device.

76. (new) The gaming device of claim 64 wherein the gaming device is further operable to:

detect an occurrence of a first game reset event relating to the first active gaming session;
disable, in response to detecting the first game reset event, the first lockup mode at the gaming device; and

enable game play activity relating to the first active gaming session to be resumed at the gaming device while the first lockup mode is disabled at the gaming device.

77. (new) The gaming device of claim 64 wherein the first game lockup event relates to detection of a first value payout associated with the first active gaming session being at least a predetermined amount.

78. (new) The gaming device of claim 64 wherein the first game lockup event relates to detection of a hand payout event relating to the first active gaming session, the hand payout event necessitating manual or hand payout of a first payout amount to the first player in connection with the first active gaming session.

79. (new) The gaming device of claim 64 wherein the first game lockup event relates to detection of a taxable payout event relating to the first active gaming session, the taxable payout event necessitating manual documentation of a first payout amount to the first player in connection with the first active gaming session.

80. (new) The gaming device of claim 64 wherein the first game lockup event relates to detection of a jackpot payout event relating to the first active gaming session.

81. (new) The gaming device of claim 64 wherein the first game lockup event relates to detection of first wide area progressive (WAP) value payout associated with the first gaming session.

82. (new) The gaming device of claim 64:
wherein the first game selection menu includes content representing at least one first game play opportunity for selectively playing a first game type selected from a first group consisting of: poker, blackjack, slots, keno, craps, roulette and bingo;
wherein the first game is associated with a first game type; and

wherein the second game selection menu includes content representing at least one second game play opportunity for selectively playing, during at least a portion of time while the first lockup mode is enabled, a second game type which is different than the first game type.

83. (new) The gaming device of claim 64:

wherein the first game is associated with a first game type; and

wherein the second game corresponds to a different version of the first game type.

84. (new) A method for operating a gaming device in a casino gaming network, the method comprising:

controlling a wager-based game played on the gaming device;

displaying a first game selection menu including a first portion of content representing at least one first game play opportunity for selectively playing a first wager-based game at the gaming device;

receiving first input from a first player relating to selection of a first game to be played at the gaming device;

accepting, at the gaming device, a first wager by the first player, said first wager being associated with play of the first game at the gaming device;

initiating a start of a first active gaming session associated with the first game to thereby enable the first player to engage in game play of the first game at the gaming device;

detecting an occurrence of a first game lockup event relating to the first active gaming session;

enabling, in response to detecting the first game lockup event, a first lockup mode at the gaming device, wherein the first lockup mode is associated with the first active gaming session;

disabling, while the first lockup mode is enabled, player wagering capability at the gaming device for receiving wagers relating to the first active gaming session;

providing, during at least a portion of time while the first lockup mode is enabled, at least one second game play opportunity for allowing the first player to selectively play a second wager-based game at the gaming device concurrently while the first lockup mode is enabled;

receiving, while the first lockup mode is enabled, second input from a first player relating to selection of a second game to be played at the gaming device;

determining an identity of the second game using the second input from the first player;

accepting, at the gaming device and while the first lockup mode is enabled, a second wager by the first player, said second wager being associated with play of the second game at the gaming device;

initiating, while the first lockup mode is enabled, a start of a second active gaming session associated with the identified second game to thereby enable the first player to engage in game play of the second game at the gaming device; and

enabling player wagers relating to the second active gaming session to be accepted at the gaming device during at least a portion of time while the first lockup mode is enabled.

85. (new) The method of claim 64 further comprising:

display, during at least a portion of time while the first lockup mode is enabled, a second game selection menu including a second portion of content relating to the at least one second game play opportunity for allowing the first player to selectively play the second wager-based game at the gaming device concurrently while the first lockup mode is enabled.

86. (new) The method of claim 84 wherein the second portion of content does not include a game play opportunity for allowing the first player to selectively play the first game at the gaming device.

87. (new) The method of claim 84 further comprising:

preventing an identity of the second game from being determined until after the second input has been received.

88. (new) The method of claim 84 further comprising:

determining the identity of the second game after initiation of the first active gaming session and in response to receiving the second input from the first player.

89. (new) The method of claim 84 further comprising:

determining the identity of the second game after initiation of the first active gaming session and in response to receiving the second input from the first player; and

preventing acceptance of wagers on the second game before the identity of the second game has been determined.

90. (new) The method of claim 84 further comprising:

disabling game play capability relating to the first active gaming session while the first lockup mode is enabled.

91. (new) The method of claim 84 further comprising:

enabling game play activity relating to the second active gaming session to be conducted at the gaming device before the first active gaming session has been closed, ended or terminated.

92. (new) The method of claim 84 wherein the gaming device is further operable to:

enabling game play activity relating to the second active gaming session to be conducted at the gaming device during at least a portion of time while the first lockup mode is enabled.

93. (new) The method of claim 84 wherein the first game is associated with a first

game type, and wherein the second game is associated with a second game type which is different than the first game type.

94. (new) The method of claim 84 wherein the gaming device is further operable to:

detecting an occurrence of a first game reset event relating to the first active gaming session;

disabling, in response to detecting the first game reset event, the first lockup mode at the gaming device; and

enabling, in response to the first lockup mode being disabled at the gaming device, wagers relating to the first active gaming session to be accepted at the gaming device.

95. (new) The method of claim 84 wherein the gaming device is further operable to:

detecting an occurrence of a first game reset event relating to the first active gaming session;

disabling, in response to detecting the first game reset event, the first lockup mode at the gaming device; and

enabling game play activity relating to the first active gaming session to be resumed at the gaming device while the first lockup mode is disabled at the gaming device.

96. (new) The method of claim 84 wherein the first game lockup event relates to

detection of a first value payout associated with the first active gaming session being at least a predetermined amount.

97. (new) The method of claim 84 wherein the first game lockup event relates to detection of a hand payout event relating to the first active gaming session, the hand payout event necessitating manual or hand payout of a first payout amount to the first player in connection with the first active gaming session.

98. (new) The method of claim 84 wherein the first game lockup event relates to detection of a taxable payout event relating to the first active gaming session, the taxable payout event necessitating manual documentation of a first payout amount to the first player in connection with the first active gaming session.

99. (new) The method of claim 84 wherein the first game lockup event relates to detection of a jackpot payout event relating to the first active gaming session.

100. (new) The method of claim 84 wherein the first game lockup event relates to detection of first wide area progressive (WAP) value payout associated with the first gaming session.

101. (new) The method of claim 84:
wherein the first game selection menu includes content representing at least one first game play opportunity for selectively playing a first game type selected from a first group consisting of: poker, blackjack, slots, keno, craps, roulette and bingo;
wherein the first game is associated with a first game type; and
wherein the second game selection menu includes content representing at least one second game play opportunity for selectively playing, during at least a portion of time while the first lockup mode is enabled, a second game type which is different than the first game type.

102. (new) The method of claim 84:
wherein the first game is associated with a first game type; and
wherein the second game corresponds to a different version of the first game type.

103. (new) A system for operating a gaming device in a casino gaming network, the system comprising:
means for controlling a wager-based game played on the gaming device;

means for displaying a first game selection menu including a first portion of content representing at least one first game play opportunity for selectively playing a first wager-based game at the gaming device;

means for receiving first input from a first player relating to selection of a first game to be played at the gaming device;

means for accepting, at the gaming device, a first wager by the first player, said first wager being associated with play of the first game at the gaming device;

means for initiating a start of a first active gaming session associated with the first game to thereby enable the first player to engage in game play of the first game at the gaming device;

means for detecting an occurrence of a first game lockup event relating to the first active gaming session;

means for enabling, in response to detecting the first game lockup event, a first lockup mode at the gaming device, wherein the first lockup mode is associated with the first active gaming session;

means for disabling, while the first lockup mode is enabled, player wagering capability at the gaming device for receiving wagers relating to the first active gaming session;

means for displaying, during at least a portion of time while the first lockup mode is enabled, a second game selection menu including a second portion of content representing at least one second game play opportunity for allowing the first player to selectively play a second wager-based game at the gaming device concurrently while the first lockup mode is enabled;

means for receiving, while the first lockup mode is enabled, second input from a first player relating to selection of a second game to be played at the gaming device;

means for determining an identity of the second game using the second input from the first player;

means for accepting, at the gaming device and while the first lockup mode is enabled, a second wager by the first player, said second wager being associated with play of the second game at the gaming device;

means for initiating, while the first lockup mode is enabled, a start of a second active gaming session associated with the identified second game to thereby enable the first player to engage in game play of the second game at the gaming device; and

means for enabling player wagers relating to the second active gaming session to be accepted at the gaming device during at least a portion of time while the first lockup mode is enabled.

104. (new) The system of claim 103 further comprising:

means for enabling game play activity relating to the second active gaming session to be conducted at the gaming device before the first active gaming session has been closed, ended or terminated.

105. (new) The system of claim 103 further comprising:

means for preventing an identity of the second game from being determined until after the second input has been received.

106. (new) The system of claim 103 further comprising:

means for determining the identity of the second game after initiation of the first active gaming session and in response to receiving the second input from the first player.

107. (new) The system of claim 103 further comprising:

means for determining the identity of the second game after initiation of the first active gaming session and in response to receiving the second input from the first player; and

means for preventing acceptance of wagers on the second game before the identity of the second game has been determined.

108. (new) The system of claim 103 wherein the gaming device is further operable to:

means for enabling game play activity relating to the second active gaming session to be conducted at the gaming device during at least a portion of time while the first lockup mode is enabled.

109. (new) The system of claim 103 wherein the first game lockup event relates to detection of a hand payout event relating to the first active gaming session, the hand payout event necessitating manual or hand payout of a first payout amount to the first player in connection with the first active gaming session.

110. (new) The system of claim 103 wherein the first game lockup event relates to detection of a taxable payout event relating to the first active gaming session, the taxable payout event necessitating manual documentation of a first payout amount to the first player in connection with the first active gaming session.

111. (new) The system of claim 103 wherein the first game lockup event relates to detection of a jackpot payout event relating to the first active gaming session.

112. (new) The system of claim 103 wherein the first game lockup event relates to detection of first wide area progressive (WAP) value payout associated with the first gaming session.

113. (new) A gaming device in a casino gaming network, comprising:
a controller including at least one processor;
memory;
a first display;
at least one interface for communicating with at least one other device in the gaming network;
the gaming device being operable to:
control a wager-based game played on the gaming device;
receive first input from a first player relating to selection of a first game to be played at the gaming device;
accept, at the gaming device, a first wager by the first player, said first wager being associated with play of the first game at the gaming device;
initiate a start of a first active gaming session associated with the first game to thereby enable the first player to engage in game play of the first game at the gaming device;
detect an occurrence of a first game lockup event relating to the first active gaming session;
enable, in response to detecting the first game lockup event, a first lockup mode at the gaming device, wherein the first lockup mode is associated with the first active gaming session;
disable, while the first lockup mode is enabled, player wagering capability at the gaming device for receiving wagers relating to the first active gaming session;
receive, while the first lockup mode is enabled, second input from a first player relating to selection of a second game to be played at the gaming device;
determine the identity of the second game after initiation of the start of the first active gaming session and in response to receiving the second input from the first player;
accept, at the gaming device and while the first lockup mode is enabled, a second wager by the first player, said second wager being associated with play of the second game at the gaming device;

initiate, while the first lockup mode is enabled, a start of a second active gaming session associated with the identified second game to thereby enable the first player to engage in game play of the second game at the gaming device; and

enable player wagers relating to the second active gaming session to be accepted at the gaming device during at least a portion of time while the first lockup mode is enabled.

114. (new) A gaming device in a casino gaming network, comprising:

- a controller including at least one processor;
- memory;
- a first display;
- at least one interface for communicating with at least one other device in the gaming network;
- the gaming device being operable to:
 - control a wager-based game played on the gaming device;
 - receive first input from a first player relating to selection of a first game to be played at the gaming device;
 - accept, at the gaming device, a first wager by the first player, said first wager being associated with play of the first game at the gaming device;
 - initiate a start of a first active gaming session associated with the first game to thereby enable the first player to engage in game play of the first game at the gaming device;
 - detect an occurrence of a first game lockup event relating to the first active gaming session;
 - enable, in response to detecting the first game lockup event, a first lockup mode at the gaming device, wherein the first lockup mode is associated with the first active gaming session;
 - disable, while the first lockup mode is enabled, player wagering capability at the gaming device for receiving wagers relating to the first active gaming session;
 - receive, while the first lockup mode is enabled, second input from a first player relating to selection of a second game to be played at the gaming device;
 - prevent acceptance of wagers on the second game before the identity of the second game has been determined;
 - determine an identity of the second game using at least a portion of the second input;
 - accept, at the gaming device and while the first lockup mode is enabled, a second wager by the first player, said second wager being associated with play of the second game at the gaming device;

initiate, while the first lockup mode is enabled, a start of a second active gaming session associated with the identified second game to thereby enable the first player to engage in game play of the second game at the gaming device; and

enable player wagers relating to the second active gaming session to be accepted at the gaming device during at least a portion of time while the first lockup mode is enabled.